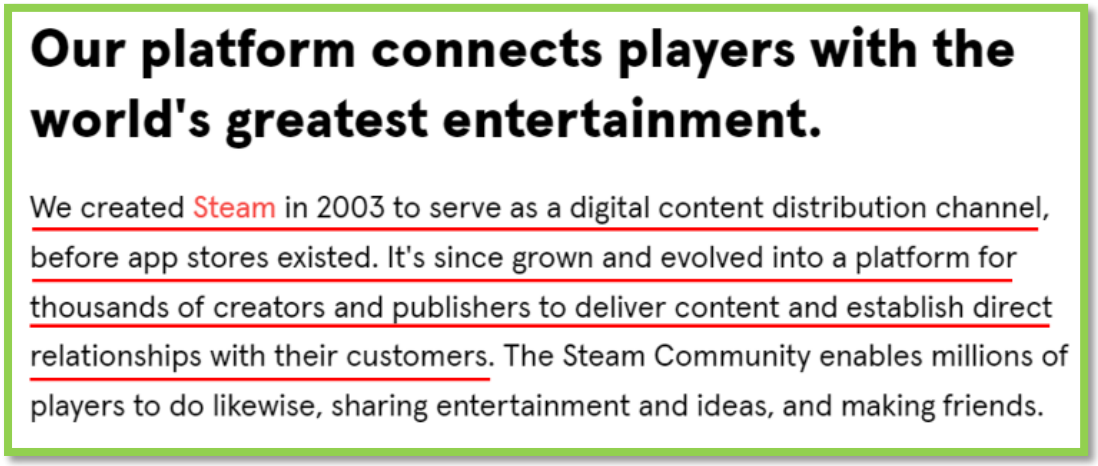
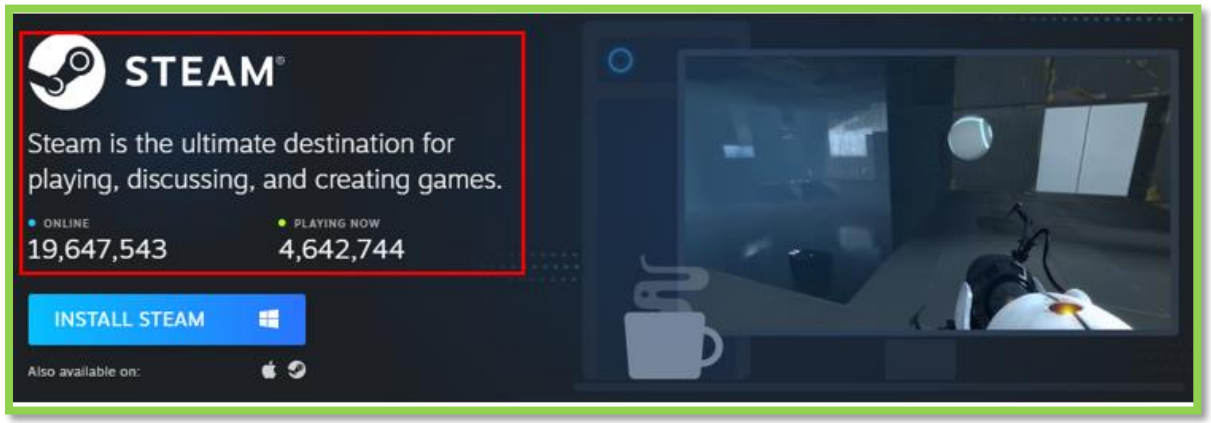
Infringement Claim Chart for U.S. Pat. No. 7,650,376 V. Valve Corporation ("Defendant")

Claim 37	Evidence
37. A computer readable storage medium or media encoded with one or more computer programs including instructions for effecting the provision of content over a network, comprising:	Defendant (Valve Corporation) provides an app i.e., the media encoded with a computer program (Steam app), and includes instructions for effecting the provision of content (i.e., Games) over a network (i.e., internet).  Source: https://www.valvesoftware.com/en/about  Source: https://store.steampowered.com/about/

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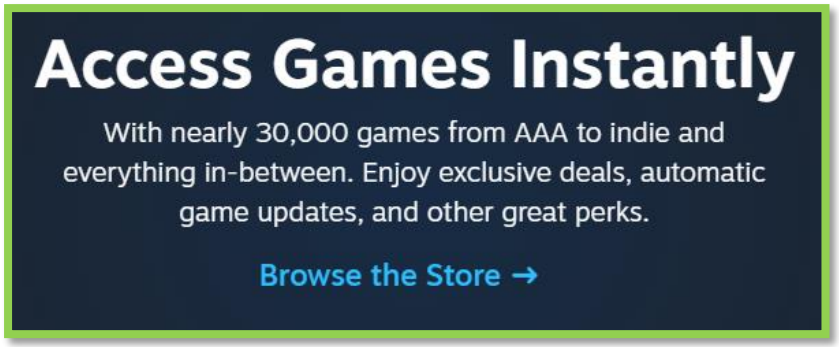

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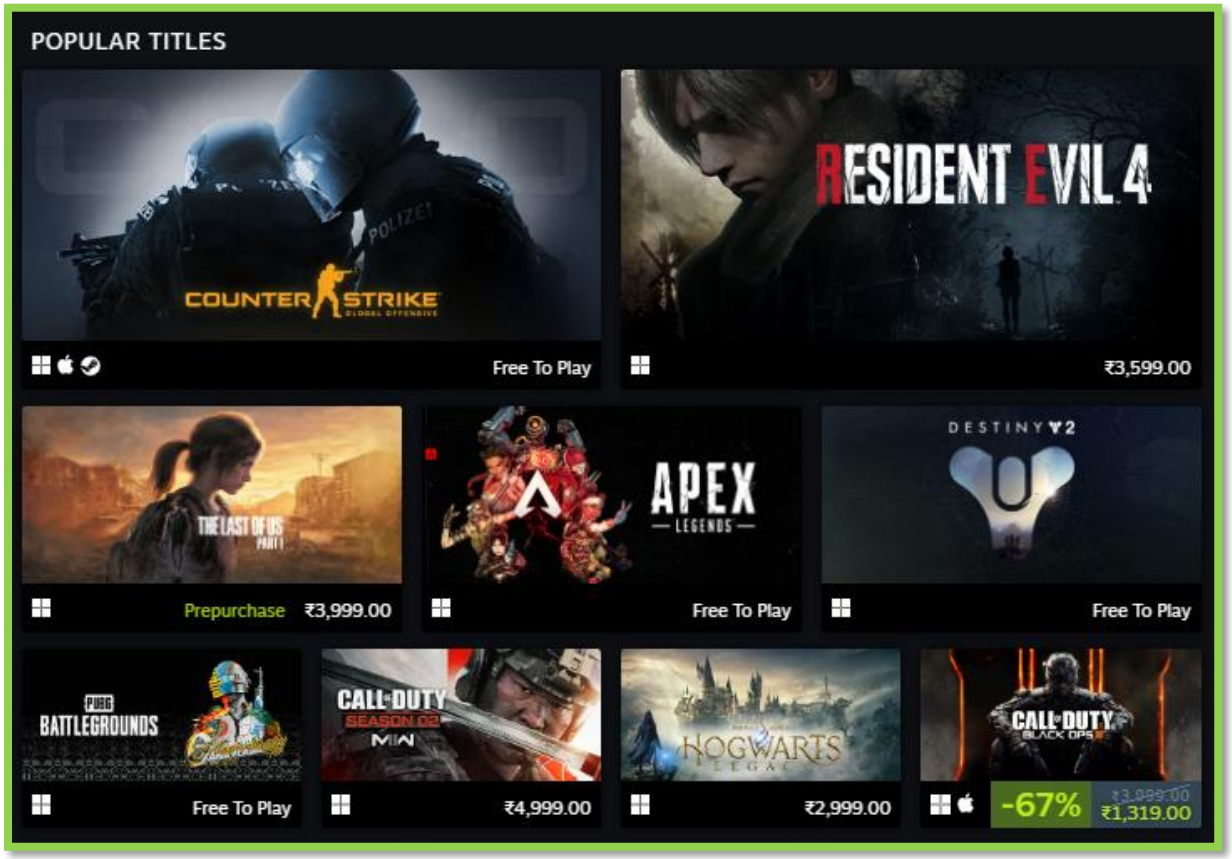
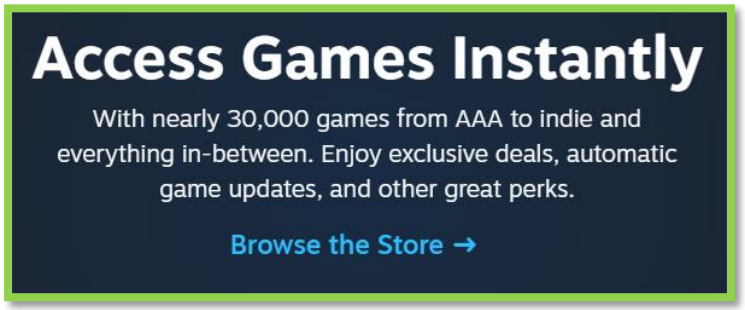
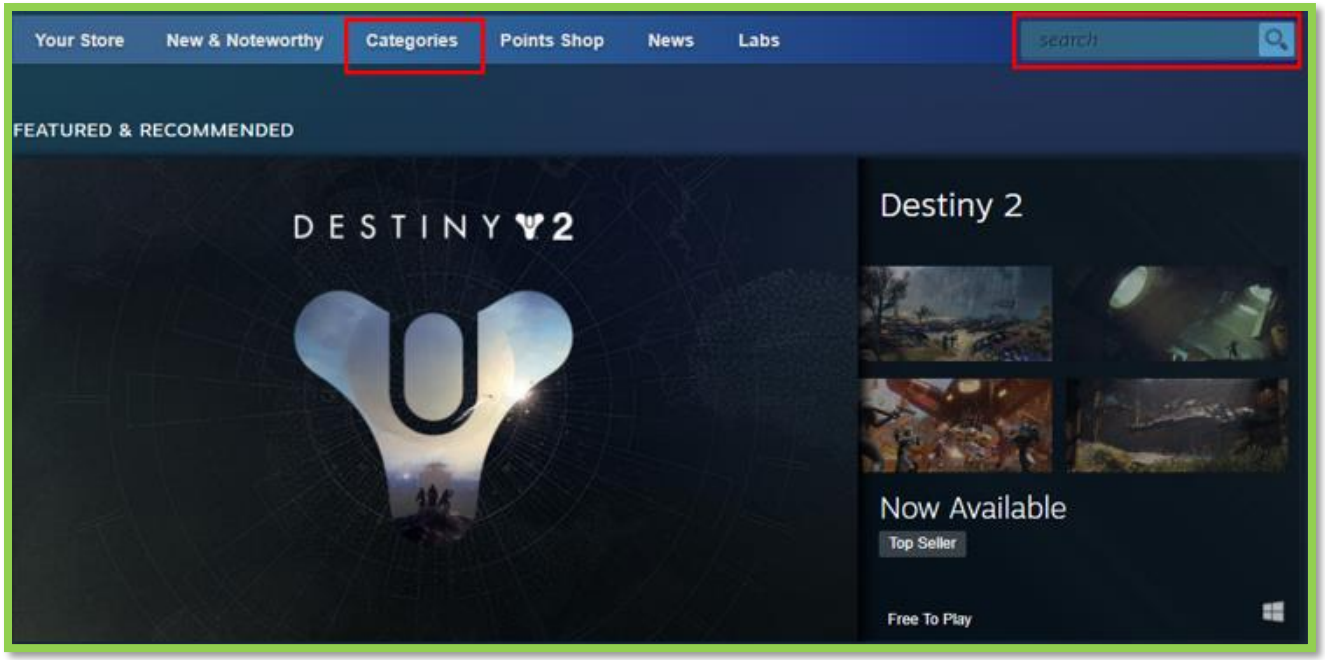
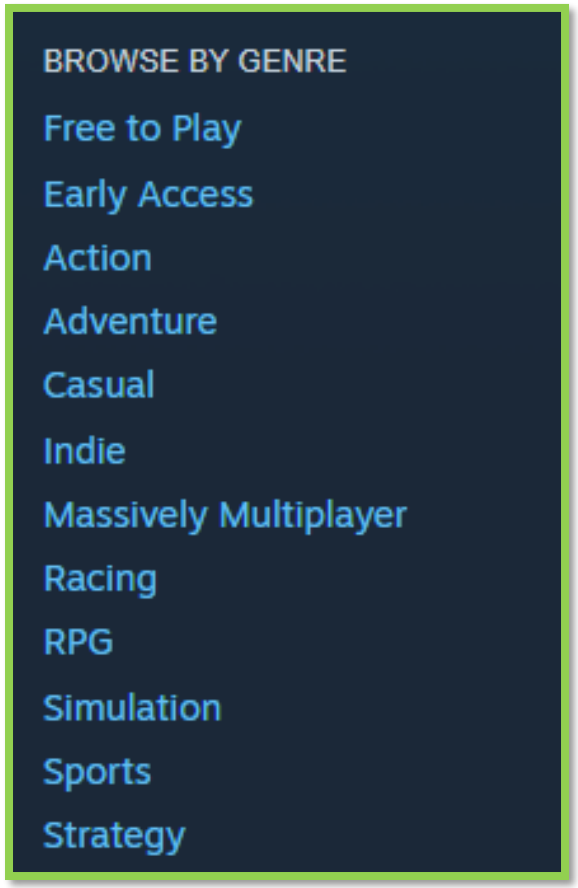
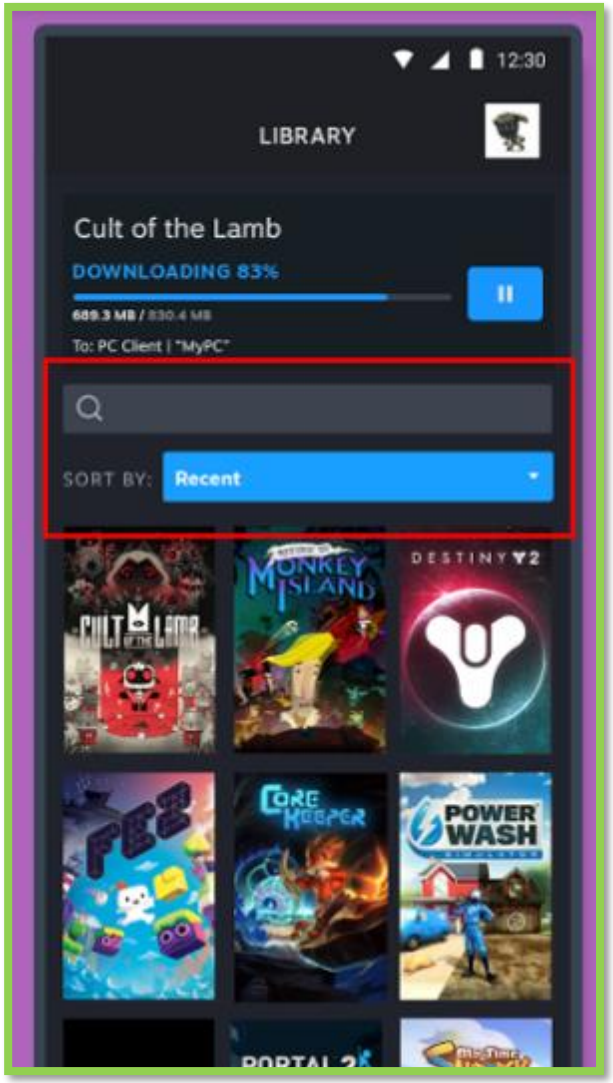


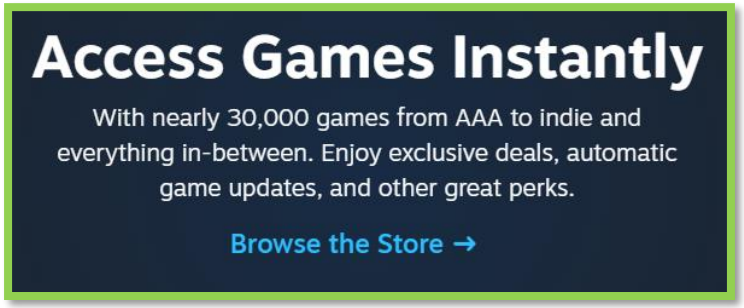
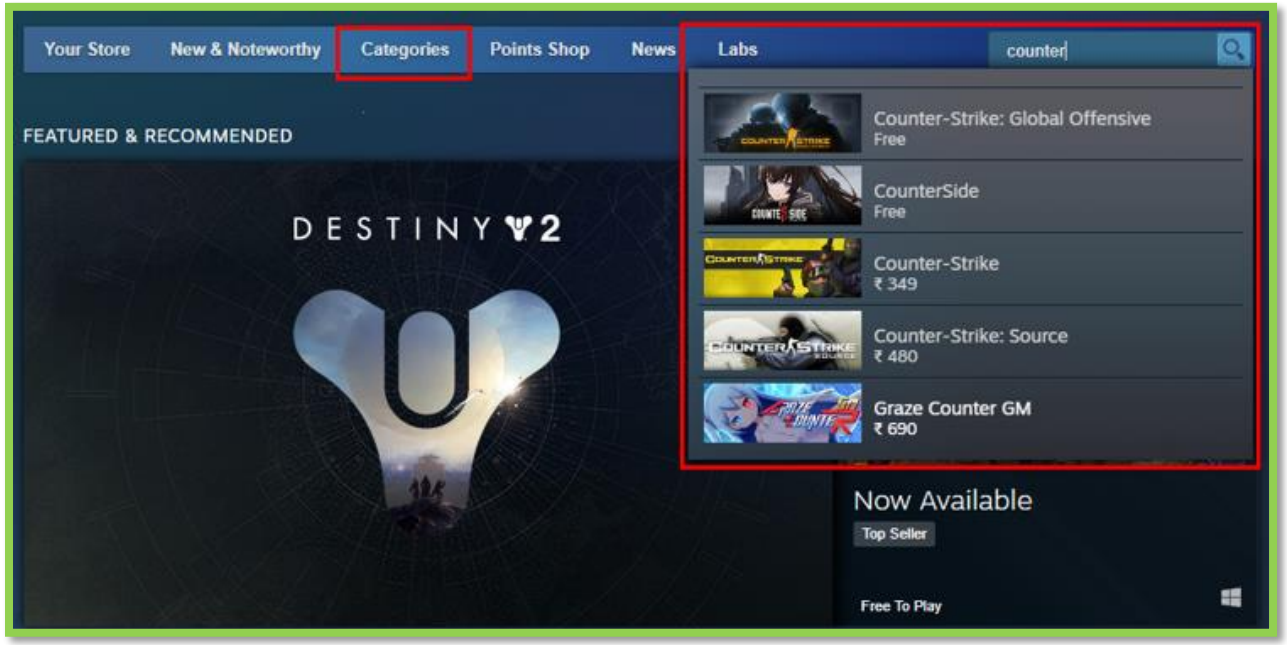
Source: https://store.steampowered.com/tags/en/Action/?flavor=contenthub_topsellers

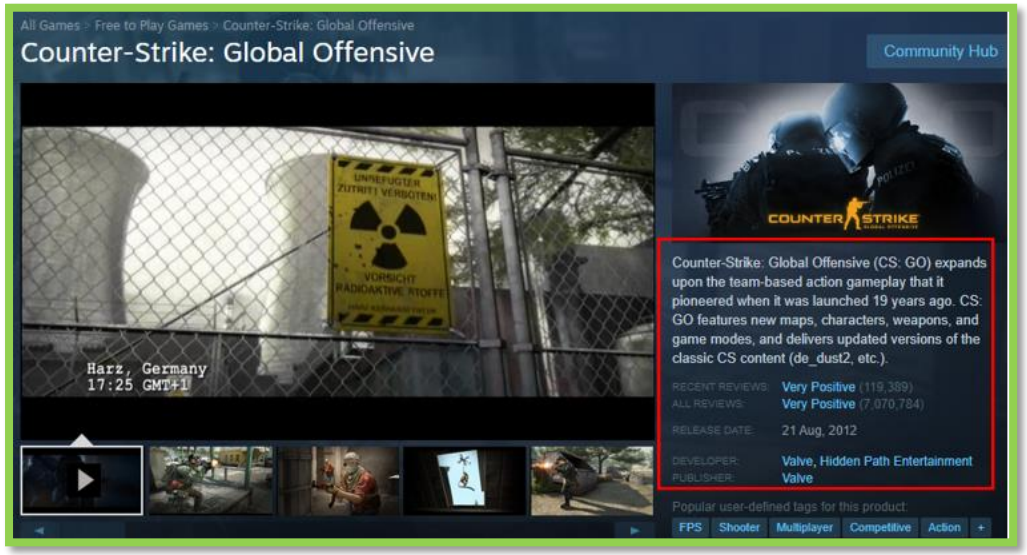
a) instructions for receiving a request from a client for specified content;	As shown below, the Steam app provides a user interface (presented through instructions within the app) that presents an interface to receive an input request from a user for specified content like games by different genres.  Source: https://store.steampowered.com/about/  Source: https://store.steampowered.com/

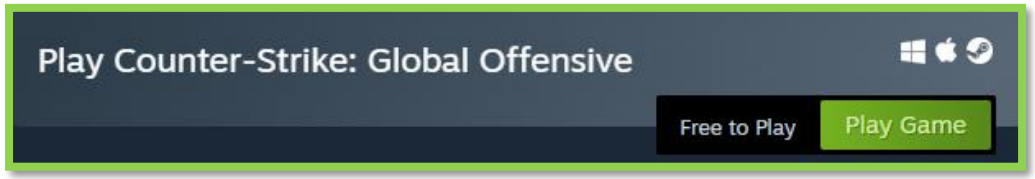




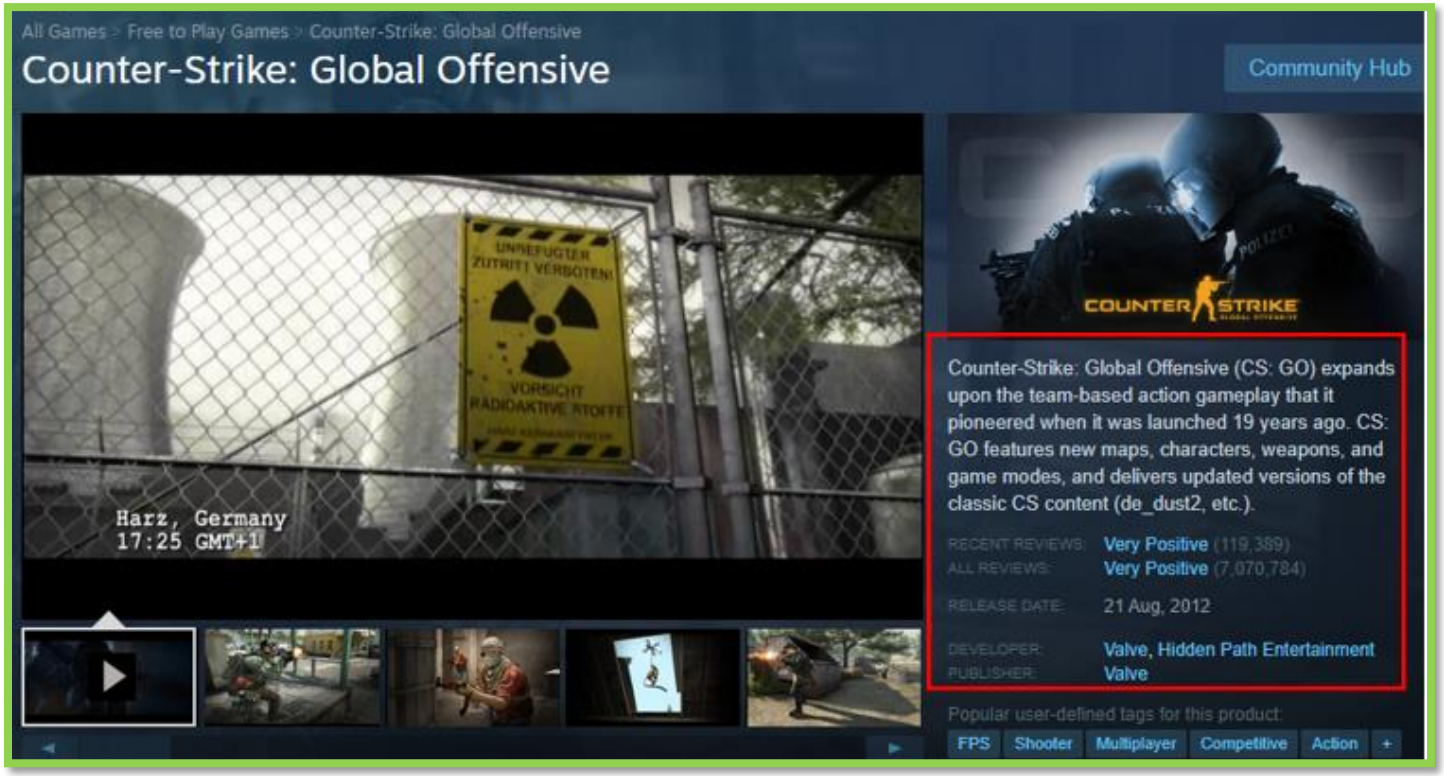
Source: https://store.steampowered.com/
Source:https://play.google.com/store/apps/details?id=com.valvesoftware.android.steam.community&hl=en&gl=US&pli=1

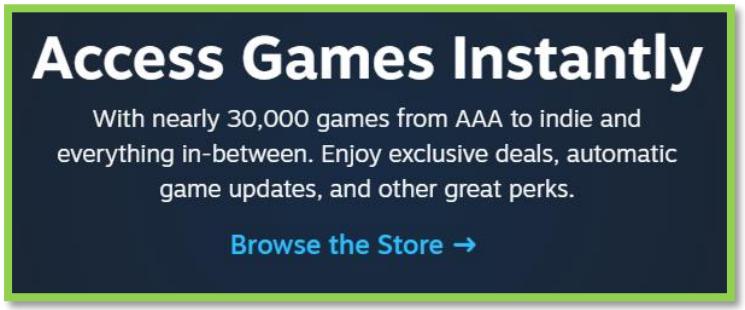
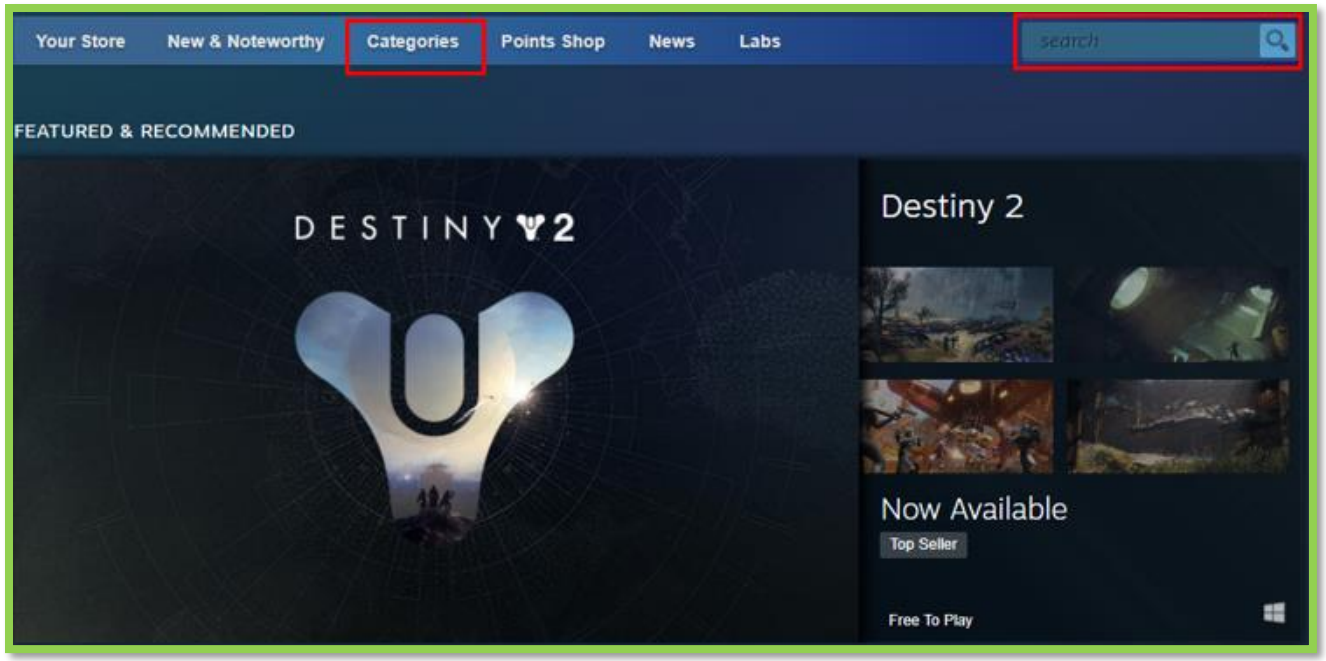
b) instructions for communicating to the client the identity of a node server having the specified content stored thereon,	As shown below, when a user searches for any content (e.g., search games by different genres) in the search bar of the Steam application/web page, the instructions stored on the main server communicate the identity of the various serving nodes (i.e., various game developer or publisher) to the client device.  Source: https://store.steampowered.com/about/  Source: https://store.steampowered.com/

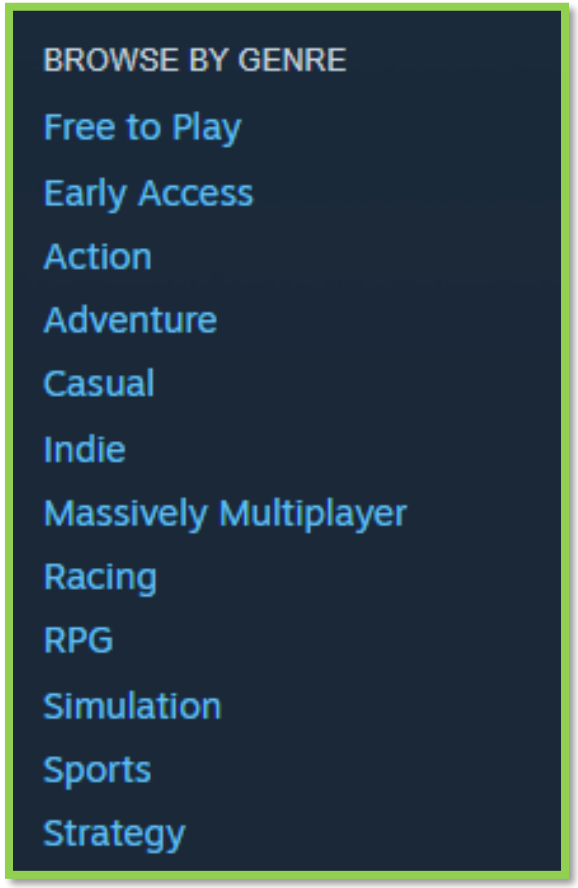


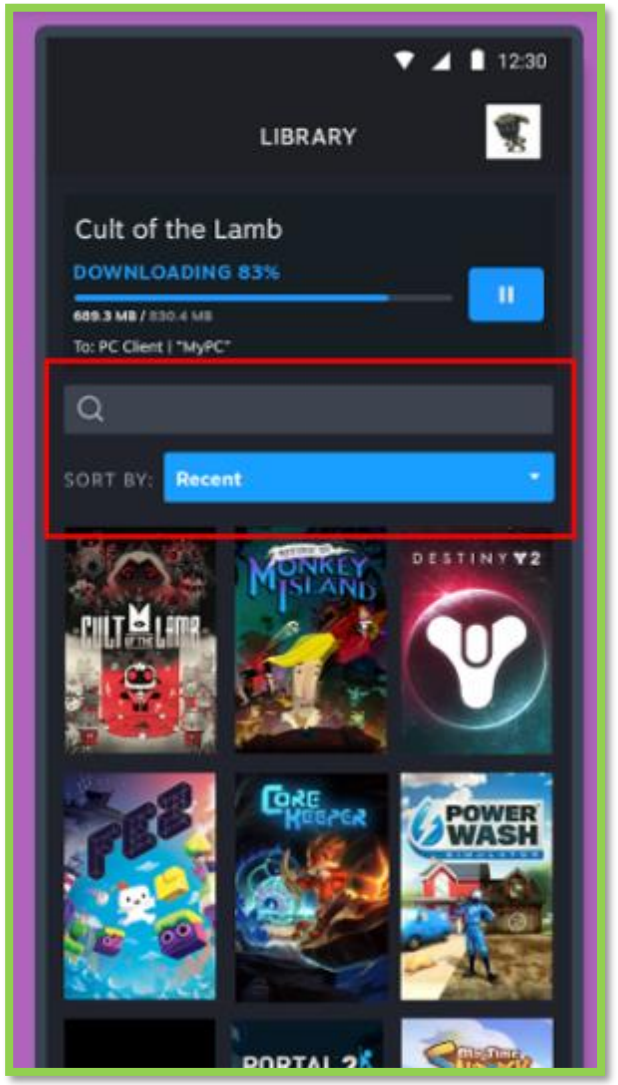


Source: https://store.steampowered.com/app/730/CounterStrike_Global_Offensive/

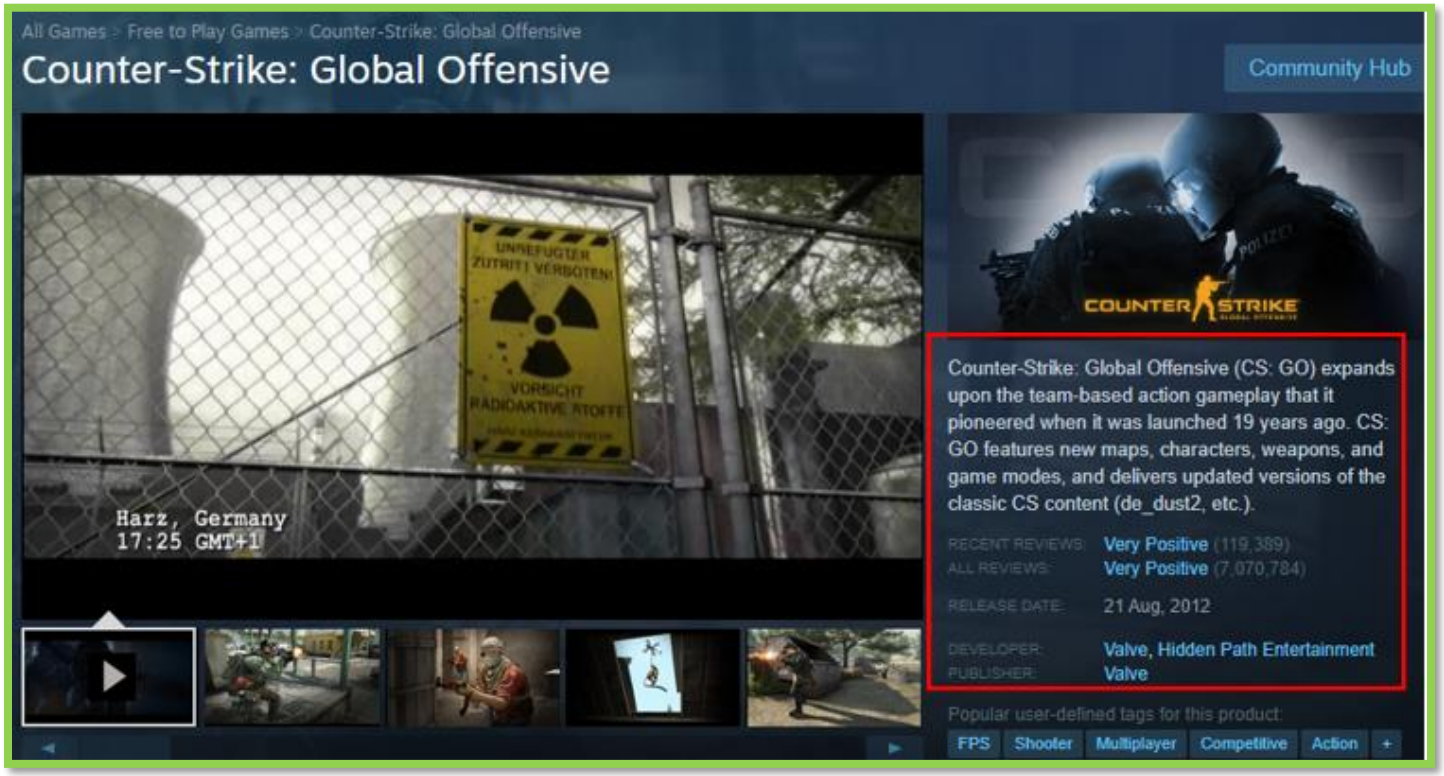
c) thereby enabling the client to request transmission of the specified content from the node server; and	As shown below, the user may request transmission (i.e., play) of the specified content (e.g., games of different genres) from various serving nodes (i.e., various game developers or publishers) that are providing the specified content.  Source: https://store.steampowered.com/app/730/CounterStrike_Global_Offensive/

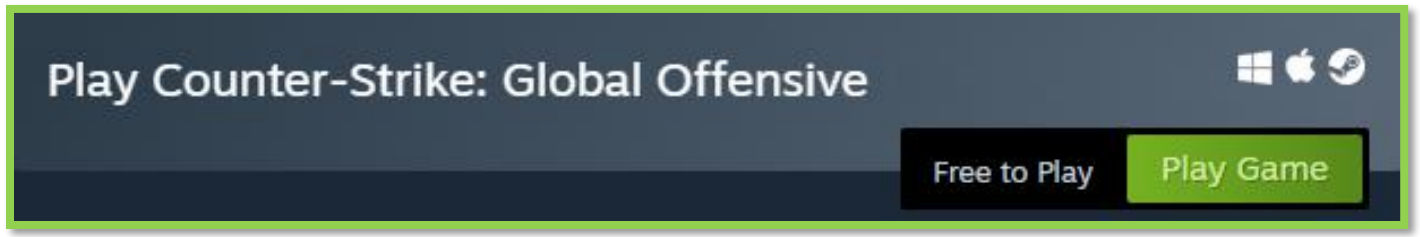
d) instructions for ascertaining that the node server transmitted the specified content to the client,	As shown below, Steam at the request of the user, then ascertains that the specified content is being transmitted to the user from the requested node server.  Source: https://store.steampowered.com/about/  Source: https://store.steampowered.com/



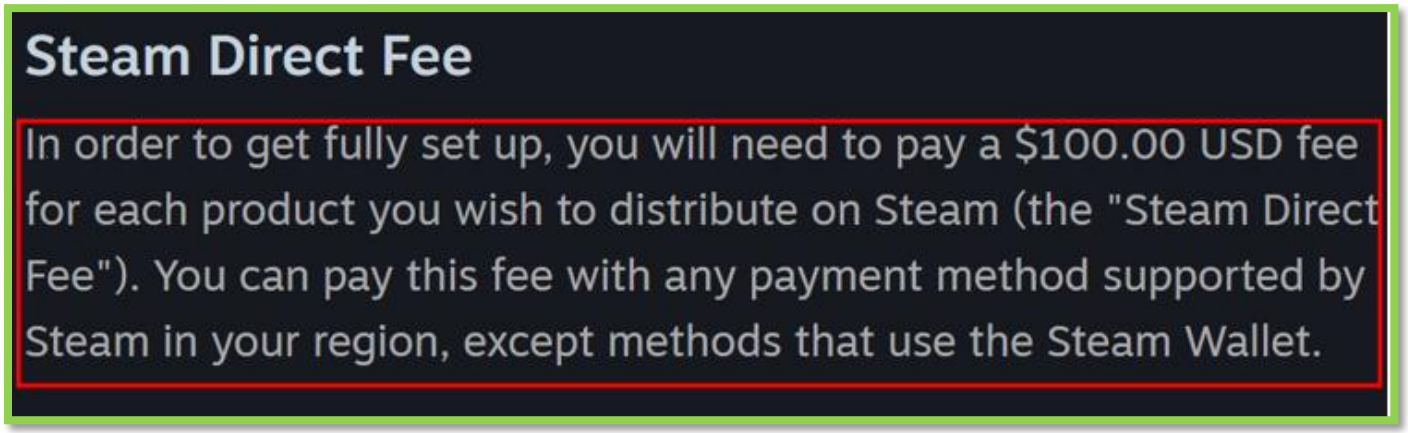


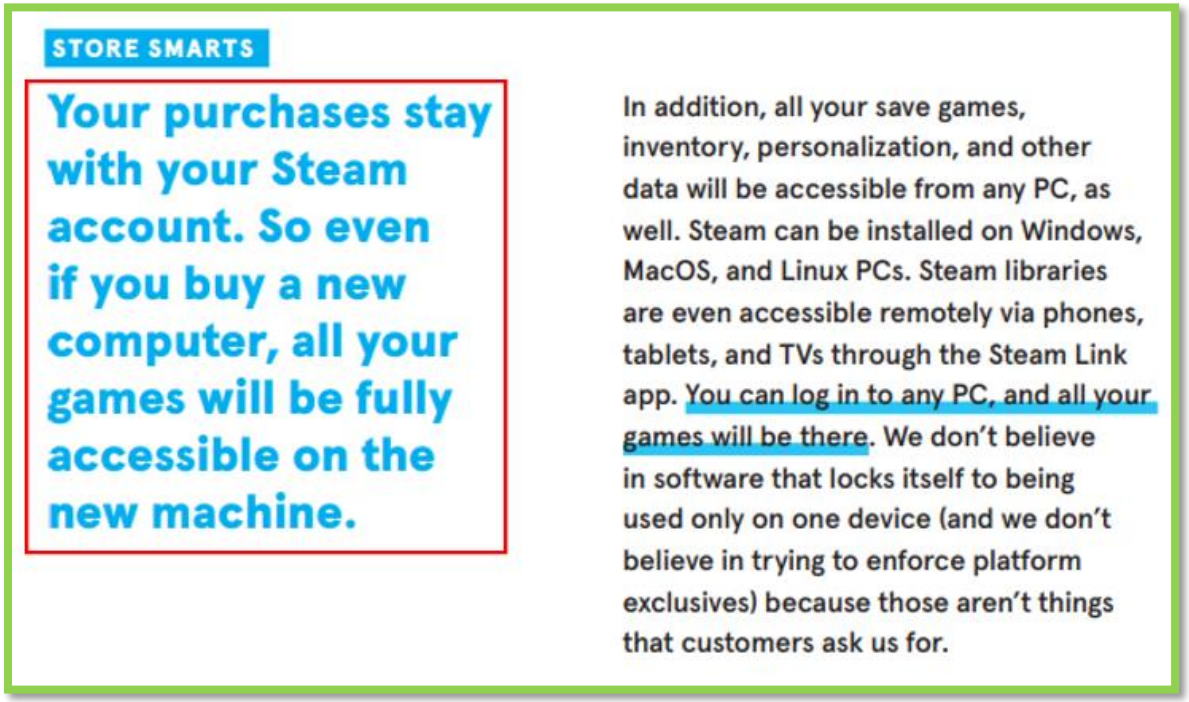
Source: https://store.steampowered.com/
Source:https://play.google.com/store/apps/details?id=com.valvesoftware.android.steam.community&hl=en&gl=US&pli=1





Source: https://store.steampowered.com/app/730/CounterStrike_Global_Offensive/

e) wherein an owner of the node server is offered an incentive as compensation for transmission of the specified content to the client.	As shown below, Steam offers a payment approach for cloud services. So, it must be a game developer or publisher who offers an incentive as compensation to the owner of the node server (e.g., Steam) for storage and transmission of the content to the user.  Source: https://partner.steamgames.com/steamdirect Steam Greenlight was phased out and replaced with Steam Direct in June 2017.[251] With Steam Direct, a developer or publisher wishing to distribute their game on Steam needs only to complete appropriate identification and tax forms for Valve and then pay a recoupable application fee for each game they intend to publish. Once they apply, a developer must wait thirty days before publishing the game as to give Valve the ability to review the game to make sure it is "configured correctly, matches the description provided on the store page, and doesn't contain malicious content".[251] Source: https://en.wikipedia.org/wiki/Steam_(service)#Steam_Direct



Source: http://media.steampowered.com/apps/valve/2022/steamDeck_booklet_EN.pdf